

**AMENDMENT AND PRESENTATION OF CLAIMS**

Please replace all prior claims in the present application with the following claims, in which claims 125 and 126 have been canceled without prejudice or disclaimer, claims 89, 98, 107 and 117 through 124 have been amended, and new claims 127 and 128 have been added.

1. - 88. (Canceled)

89. (Currently Amended) A method comprising:

~~causing, at least in part, establishment of~~ determining to establish a wireless communication connection between a mobile terminal and a server stored with a gaming application;  
~~causing, at least in part, establishment of~~ determining to establish a data network connection between the mobile terminal and the server, the data network connection being independent from the wireless communication connection; and  
~~causing, at least in part, downloading of~~ determining to download the gaming application from the server to the mobile terminal via the data network connection and the wireless communication connection.

90. (Previously Presented) A method of claim 89, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connection.

91. (Previously Presented) A method of claim 90, further comprising:

authenticating the mobile terminal via the wireless communication connection while downloading the gaming application via the data network connection.

92. (Previously Presented) A method of claim 91, wherein the mobile terminal is authenticated by either a cellular phone number of the mobile terminal, a serial number of the mobile terminal, a serial number of a subscriber identification member (SIM) card, or a serial number of a computer readable storage medium carrying only an initialization engine and a game communication control engine of the gaming application.

93. (Previously Presented) A method of claim 92, wherein at least one of the SIM card and the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

94. (Previously Presented) A method of claim 90, wherein the server permits downloading of the gaming application to only the mobile terminal.

95. (Previously Presented) A method of claim 89, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

96. (Previously Presented) A method of claim 89, wherein the wireless communication connection is initiated by the mobile terminal or the server.

97. (Previously Presented) A method of claim 96, further comprising: initiating by the server a call back function

98.. (Currently Amended) A method of claim 89, further comprising:

~~causing, at least in part, storage of~~ determining to store the downloaded gaming application into an interchangeable mass storage.

99. (Previously Presented) A method of claim 89, wherein the data network connection includes at least a local connection between an apparatus and the mobile terminal, and a sub-data network connection between the apparatus and the server, and the apparatus adapts the mobile terminal to the sub-data network connection.

100. (Previously Presented) A method of claim 99, wherein the sub-data network connection includes at least one of an analog telephone line connection, a digital telephone line connection, a broadband cable connection, a powerline communication connection, a glass fiber connection, a satellite downlink, an Ultrawideband connection, and a line of sight transmission connection.

101. (Previously Presented) A method of claim 99, wherein the local connection between the mobile terminal and the apparatus is established by the mobile terminal.

102. (Previously Presented) A method of claim 99, wherein the sub-data network connection between the apparatus and the server is initiated by the mobile terminal.

103. (Previously Presented) A method of claim 99, wherein the local connection between the mobile terminal and the apparatus is established via a short-range wireless communication connection.

104. (Previously Presented) A method of claim 99, wherein the apparatus is built in the mobile terminal.

105. (Previously Presented) A method of claim 99, wherein the settings of the apparatus are controlled by the mobile terminal or the server.

106. (Previously Presented) A method of claim 105, wherein the settings include at least one of an address, a upload data rate, a download data rate, a packet size, a repeat rate, fragmentation, coding, and scrambling.

107. (Currently Amended) An apparatus comprising:

at least one processor; and

at least one memory including computer program code,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

determine to establish a wireless communication connection between a mobile terminal and a server configured to store a gaming application,

determine to establish a data network connection between the mobile terminal and the server, the data network connection being independent from the wireless communication connection, and

determine to download the gaming application from the server to the mobile

108. (Previously Presented) An apparatus of claim 107, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connection.

109. (Previously Presented) An apparatus of claim 108, wherein the apparatus is further caused to:

authenticate the mobile terminal via the wireless communication connection while downloading the gaming application via the data network connection.

110. (Previously Presented) An apparatus of claim 109, wherein the mobile terminal is authenticated by either a cellular phone number of the mobile terminal, a serial number of the mobile terminal, a serial number of a subscriber identification member (SIM) card, or a serial number of a computer readable storage medium carrying only an initialization engine and a game communication control engine of the gaming application.

111. (Previously Presented) An apparatus of claim 110, wherein at least one of the SIM card and the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

112. (Previously Presented) An apparatus of claim 108, wherein the server permits downloading of the gaming application to only the mobile terminal.

113. (Previously Presented) An apparatus of claim 107, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

114. (Previously Presented) An apparatus of claim 107, wherein the wireless communication connection is initiated by the mobile terminal or the server.

115. (Previously Presented) An apparatus of claim 107, wherein the data network connection includes at least a local connection between an apparatus and the mobile terminal, and a sub-data network connection between the apparatus and the server, the apparatus adapts the mobile terminal to the sub-data network connection.

116. (Previously Presented) An apparatus of claim 115, wherein the sub-data network connection includes at least one of an analog telephone line connection, a digital telephone line connection, a broadband cable connection, a powerline communication connection, a glass fiber connection, a satellite downlink, an Ultrawideband connection, and a line of sight transmission connection.

117. (Currently Amended) A non-transitory computer-readable storage medium carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to at least perform the following steps:

~~establishing~~ determining to establish a wireless communication connection between a mobile terminal and a server configured to store a gaming application;

~~establishing~~ determining to establish a data network connection between the mobile terminal and the server, the data network connection being independent from the wireless communication connection; and

~~downloading~~ determining to download the gaming application from the server to the mobile terminal via the data network connection and the wireless communication connection.

118. (Currently Amended) A non-transitory computer-readable storage medium of claim 117, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connection.

119. (Currently Amended) A non-transitory computer-readable storage medium of claim 118, wherein the apparatus is caused to further perform:

authenticating the mobile terminal via the wireless communication connection while downloading the gaming application via the data network connection.

120. (Currently Amended) A non-transitory computer-readable storage medium of claim 119, wherein the mobile terminal is authenticated by either a cellular phone number of the mobile terminal, a serial number of the mobile terminal, a serial number of a subscriber identification member (SIM) card, or a serial number of a computer readable storage medium carrying only an initialization engine and a game communication control engine of the gaming application.

121. (Currently Amended) A non-transitory computer-readable storage medium of claim 120, wherein at least one of the SIM card and the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

122. (Currently Amended) A non-transitory computer-readable storage medium of claim 118, wherein the server permits downloading of the gaming application to only the mobile terminal.

123. (Currently Amended) A non-transitory computer-readable storage medium of claim 117, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

124. (Currently Amended) A non-transitory computer-readable storage medium of claim 117, wherein the wireless communication connection is initiated by the mobile terminal or the server.

125. - 126. (Canceled)

127. (New) A method of claim 89, further comprising:  
determining to establish another data network connection between the mobile terminal and the server, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connections.

128. (New) A method of claim 98, further comprising:



determining to use the interchangeable mass storage in conjunction with different mobile terminals thereby enforcing digital right associated with the gaming application.